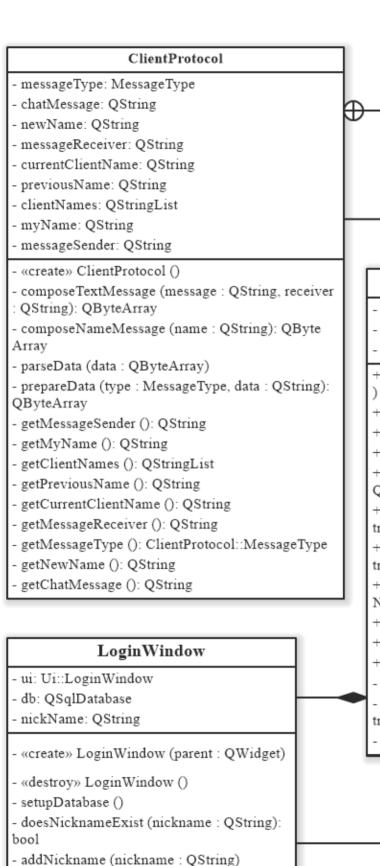
Z44809.102004.9NVT



removeNickname (nickname : QString)

setNickName (newNickName : QString)

on nickname returnPressed ()

getNickname (): QString

MessageType

CHAT_MESSAGE

SEND_NAME

UPDATE_NAME

CONNECTION_ACK

NEW_CLIENT
_CONNECTED

CLIENT
DISCONNECTED

ClientWindow

- ui: Ui::ClientWindow
- client: ClientManager
- loginWindow: LoginWindow
- + «create» ClientWindow (parent : QWidget = nullptr
- + «destroy» ClientWindow ()
- + connectToServer ()
- + on_btnSend_clicked()
- + receiveChatMessage (sender : QString, message : QString)
- + onConnectionAcknowledgement (myName : QS tring, clientsName : QStringList)
- + onNewClientConnectedToServer (clienName : QS tring)
- + onClientNameUpdated (prevName : QString, client Name : QString)
- + onClientDisconnected (clientName : QString)
- + on nameEdit returnPressed ()
- + on_editMessage_returnPressed ()
- setupClient ()
- createMessage (username : QString, message : QS tring, isMyMessage : bool)
- processMessageAndSend ()

QDialog

ClientManager

- socket: QTcpSocket
- ip: QHostAddress
- port: ushort
- protocol: ClientProtocol
- + «create» ClientManager (ip : QHostAddress = QHost Address("195.181.246.125"), port : ushort = 8080, parent : QObject = nullptr)
- + connectToServer ()
- + composeAndSendMessage (message : QString, receiver : QString)
- + composeAndSendName (name : QString)
- + disconnectFromServer ()
- + connected ()
- + disconnected ()
- + chatMessageReceived (sender : QString, message : QString)
- + newNameReceived (name : QString)
- + connectionAcknowledged (myName : QString, clientsName : QStringList)
- + newClientConnectedToServer (clienName : QString)
- + clientNameUpdated (prevName : QString, client Name : QString)
- + clientDisconnected (clientName : QString)
- + errorOccurred (errorString : QString)
- + readyRead ()
- setupClient ()

QWidget

ChatMessageInfo

- ui: Ui::ChatMessageInfo
- userColorMap: QHash<QString,QColor>
- «create» ChatMessageInfo (parent : QWidget)
- «destroy» ChatMessageInfo ()
- displayMessage (message : QString, username : QS tring, isUserMessage : bool)
- getUserColor (username : QString): QColor
- setMessageAlignment (isUserMessage : bool)
- setMessageColor (color : QColor)

QObject

QMainWindow

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